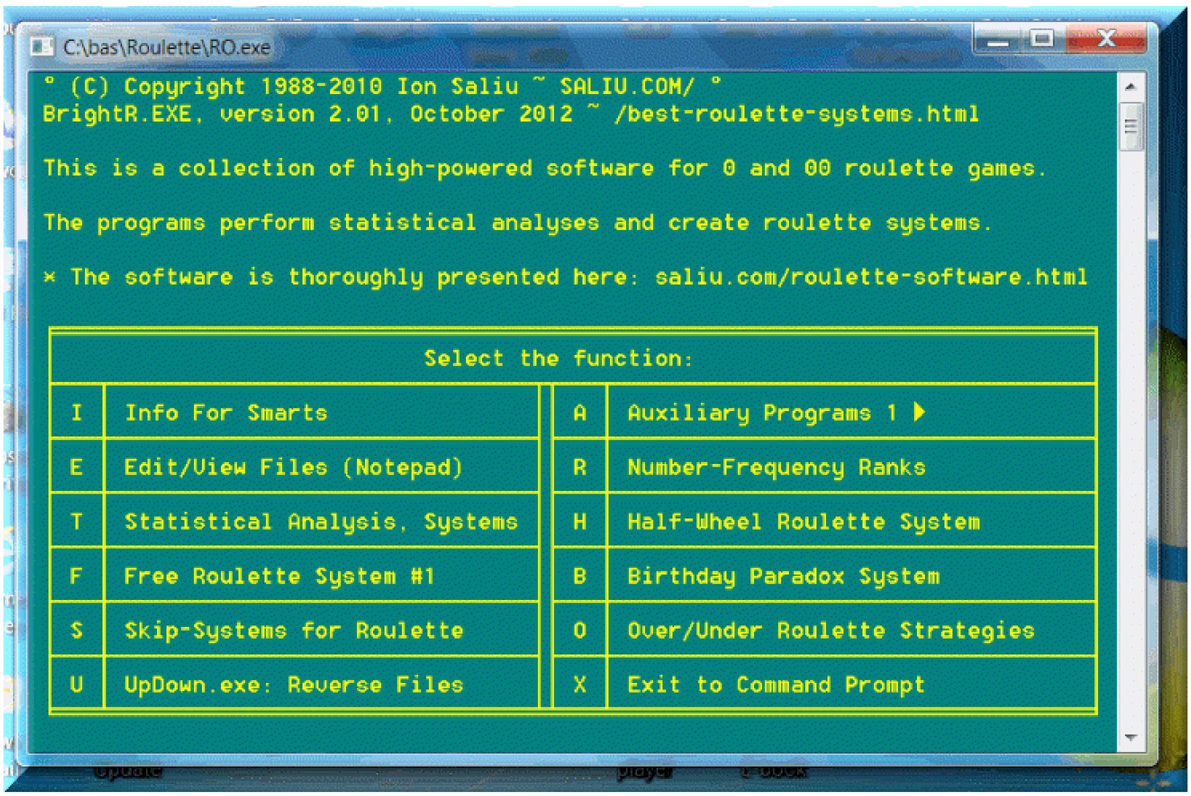
Why casino executives fight mathematical gambling systems

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Although you do not need to memorize it, FFG can help you a great deal in understanding better these systems. The Formula, if understood well, can make clearer that probability events (or random events, or gambling) actually follow precise rules.

A) The probability p for a "single zero" roulette game is:
p = 1/37 = 0.027.
We apply the Fundamental Formula of Gambling to one value of DC (degree of certainty): 66.6% (or 2/3, "2 out of 3 cases").
For DC = 66.6% => 40.4 (rounded up to 41 spins). There is a 66.6% (2 in 3) chance that each roulette number will repeat after 41 spins. Equivalently, there is a 66.6% chance that the next spin will be a number that also appeared within the last 41 spins.

B) The probability p for a "double zero" roulette game is:
p = 1/38 = 0.026.
We apply the Fundamental Formula of Gambling to one value of DC (degree of certainty): 66.6% (or 2/3).
For DC = 66.6% => 41.5 (rounded up to 42 spins). There is a 66.6% (2 in 3) chance that each roulette number will repeat after 42 spins.
Equivalently, there is a 66.6% chance that the next spin will be a number that also appeared within the last 42 spins.

The program ROULETTE.EXE simulates spins for the "double zero" roulette game in order to cover the worst-case scenario.
We'll use now only the final part of the report. After a very large

number of spin simulations, the 42-spin value confirmed FFG.
Also importantly, even smaller number of spins confirm FFG for a DC = 66.6%. Let's use FFG with confidence. That's what formulas are for.
We'll use this number (42) in correlation with limited-steps Martingales. Basically, Martingale represents a betting method.
It doubles up the previous bet until the last step of the betting.
For example, a 4-step Martingale using a one-unit bet follows this path: 1 unit; 2 units; 4 units; 8 units (step 4, end of betting). Don't worry about using a Martingale: the Formula makes Martingale a closed betting system (a system with a limited number of steps).
What you need is a piece of paper and a pencil. Write down the last spins, from the oldest one available to the most recent spin.
Do not start playing until you have at least 42 spins on your piece of paper (a small notebook will do).

* Roulette Winning Pattern *
W+ = Win; L- = Loss

The column "Last 26" reflects a DC (degree of certainty) of 50%. In half the situations, the next roulette number would have also appeared in the previous 26 spins. I decided not to use a betting system based on a DC = 50%. The losing streak can reach sometimes 10-13 spins in a row. Also, the losing/winning

streaks are far more irregular.
Instead, I chose to base my betting systems on DC = 66% since the winning/losing streaks are a whole lot more manageable.

Spin #	Number Drawn	Hit After	Last 26	Red/ Black	Odd/ Even	Low/ High	Last 42	1-12& 13-24	1-12& 25-36&	13-24& 25-36&
1	17	8 sp.	W+	B	o	l	W+	W+	L-	W+
2	21	27 sp.	L-	r	o	H	W+	W+	L-	W+
3	13	93 sp.	L-	B	o	l	L-	W+	L-	W+
4	25	14 sp.	W+	r	o	H	W+	L-	W+	W+
5	30	36 sp.	L-	r	E	H	W+	L-	W+	W+
6	33	42 sp.	L-	B	o	H	W+	L-	W+	W+
7	8	7 sp.	W+	B	E	l	W+	W+	W+	L-
8	10	0 sp.	W+	B	E	l	W+	W+	W+	L-
9	10	7 sp.	W+	B	E	l	W+	W+	W+	L-
10	17	43 sp.	L-	B	o	l	L-	W+	L-	W+
11	24	46 sp.	L-	B	E	H	L-	W+	L-	W+
12	2	119 sp.	L-	B	E	l	L-	W+	W+	L-

```
    13      26    12 sp.   W+     B     E     H      W+    L-
W+      W+
    14      37    20 sp.   W+     x     x     x      W+    L-     L-
      L-
    15       8    34 sp.   L-     B     E     l      W+    W+
W+      L-
    16      36    22 sp.   W+     r     E     H      W+    L-
W+      W+
    17      10    10 sp.   W+     B     E     l      W+    W+
W+      L-
    18      29    10 sp.   W+     B     o     H      W+    L-
W+      W+
    19      25    42 sp.   L-     r     o     H      W+    L-
W+      W+
    20      16    11 sp.   W+     r     E     l      W+    W+     L-
      W+
    21       1    30 sp.   L-     r     o     l      W+    W+
W+      L-
    22      22    14 sp.   W+     B     E     H      W+    W+     L-
      W+
    23       4     3 sp.   W+     B     E     l      W+    W+
W+      L-
    24       7    43 sp.   L-     r     o     l      L-    W+
W+      L-
    25      23    69 sp.   L-     r     o     H      L-    W+     L-
      W+
    26      26    32 sp.   L-     B     E     H      W+    L-
W+      W+
    27       4    90 sp.   L-     B     E     l      L-    W+
W+      L-
    28      10    16 sp.   W+     B     E     l      W+    W+
W+      L-
    29      29     8 sp.   W+     B     o     H      W+    L-
W+      W+
    30      21    63 sp.   L-     r     o     H      L-    W+     L-
      W+
    31      27    39 sp.   L-     r     o     H      W+    L-
W+      W+
    32      16     8 sp.   W+     r     E     l      W+    W+     L-
      W+
```

33	15	13 sp.	W+	B	o	l	W+	W+	L-	W+
34	6	50 sp.	L-	B	E	l	L-	W+	W+	L-
35	37	7 sp.	W+	x	x	x	W+	L-	L-	L-
36	19	51 sp.	L-	r	o	H	L-	W+	L-	W+
37	22	79 sp.	L-	B	E	H	L-	W+	L-	W+
38	29	34 sp.	L-	B	o	H	W+	L-	W+	W+
39	36	110 sp.	L-	r	E	H	L-	L-	W+	W+
40	18	33 sp.	L-	r	E	l	W+	W+	L-	W+
41	16	6 sp.	W+	r	E	l	W+	W+	L-	W+
42	30	8 sp.	W+	r	E	H	W+	L-	W+	W+
43	37	2 sp.	W+	x	x	x	W+	L-	L-	L-
44	35	92 sp.	L-	B	o	H	L-	L-	W+	W+
45	10	11 sp.	W+	B	E	l	W+	W+	W+	L-
46	37	45 sp.	L-	x	x	x	L-	L-	L-	L-
47	15	50 sp.	L-	B	o	l	L-	W+	L-	W+
48	16	21 sp.	W+	r	E	l	W+	W+	L-	W+
49	33	16 sp.	W+	B	o	H	W+	L-	W+	W+
50	8	141 sp.	L-	B	E	l	L-	W+	W+	L-

SYSTEM 1: Applies to Report Column "Last 42 Spins"

```
        The degree of certainty is 66.6% that the next spin will
be a
        number that also appeared within the last 42 spins. In
most cases,
        there are 25-26 numbers to play, since some numbers are
repeats.
        The advantage of this system: the losing streaks (L or -)
are far
        shorter, more regular, and less frequent.
        From the opposite viewpoint, the winning streaks (W or +)
are
        far longer, more regular, and more frequent.
        We can play a more efficient and safer Martingale.
        First, we need to keep a good record of the spins. We
(you, if
        you will) need to make the record accurate and easy to
read.
        AFTER the spin # 42, write down + or W if the number was a
repeat
        from the last 42 spins; or - or L if the number was not a
repeat
        from the last 42 spins. Also, keep writing the numbers
drawn.
        You'll write two rows such as:

16,11,16,15,20,36,28,32,19,28,13,24,2,16,23,31,10,19,27,8,26,27,
        00,19,16,12,36,18,9,8,30,6,14,17,25,12,8,3,17,18,10,13,|
        7,14,2,19,7,24,32,2,25,11,13,29,17,25,25,14,26.........
(1st
        row!)   -- keep a few empty lines for more spins ---
                  -++++++++-+-+++++ (2nd row)

        The bar | after #13 marks the start of the betting for
System 2.
        The first number drawn after you marked the start of the
betting
        is 7. It does not appear among the previous 42 spins, so
you
        write a - in the streak column. I prefer +/- rather than
```

W/L
because I can visualize easier the winning/losing streaks.
The next operation is to write another bar after 16. It will
make it easier to figure out the current 42-number block. In this
example, it will be between 11 (the number following 16) and 7.
The next number drawn was 14, which appeared also in the
previous 42 spins. Write a + in the streak column.
Write another bar after 11. The new 42-number block will span
between 11 and the 14 just drawn.
So, you always write down the very last number drawn and move
the marking bar one number to the right. This way, you don't
have to count the previous 42 spins. Place your chips on the
numbers between the two bars marking the latest 42-number block.
Of course, some numbers are repeats, so you only need to play
each number once. In most cases, you'll only play 26 unique
numbers (sometimes 24, sometimes 27).

1) Systems Based on p=2/3 (66.6%)

S1.1) Applies to Report Column: Last 42
It is very rare that there are more than two consecutive
groups of LL or longer than 2L. Therefore, at the end of the 2nd LL
or longer streak we'll bet 1 unit on all the numbers drawn in the
last 42 spins (24-27 numbers to cover).
In most cases, we'll win right away. If not, we wait for the next

```
        LL or longer streak. We'll use a power-3 Martingale: 1-3-9-
27
        etc. When the LL streak ends, we'll bet 3 units on all the
numbers
        drawn in the last 42 spins. It may be even less frequent
to
        encounter another LL or longer streak. If it occurs, we
may regret
        if we didn't continue the Martingale with a 9-unit bet!

        S1.2) Applies to Report Column: Last 42
        In reverse, we can bet on W groups longer or equal to two
        (WW, WWW, WWWW, etc.)
        Now, we wait for two consecutive groups of single W.
        At the next W (after an L) we bet that it'll be another W.
        In most cases, we'll win right away. If not, we'll bet 3
units at
        another W after an L.

        ** The safer variations on the last two betting methods.
        We can wait for three single W groups and bet directly $10
or $20
        at the very next W after an L. There is no such an
occurrence
        in the report above. It might occur, albeit rarely.
        We can wait for three LL groups (2L or longer) and bet
directly
        $10 or $20 at the very next L after a W. There is no such
an
        occurrence in the report above.

        Variations
        ----------
        * You can also bet directly $10 (or 2 units) after the
second L
        in an LL sequence.
        * Or, we can bet directly $20 (or 4 units) after the third
L
        in an LLL sequence.
```

What would the cost amount to? $10 x 26 numbers = $260.
The winning: $36 x 10 = $360.
Profit: $100.

Based on the Fundamental Formula of Gambling, these are the streaks for a probability p=0.666. The degree of certainty DC is 95% that the losing streaks will be no longer than 3 (LLL). The degree of certainty DC is 99% that the losing streak will not be longer than 4 (LLLL).
The chance of coming across 3 consecutive LLL groups is :
5% (0.05) to the power of 3 = 0.000125 (1.25 in 1000)
The chance of coming across 3 consecutive LLLL groups is :
1% (0.01) to the power of 3 = 0.000001 (0.001 in 1000)

The 66.6% probability offers a tremendous advantage over probabilities around 50%. First and foremost, the losing streaks are definitely shorter. There is a 99.9% degree of certainty that the losing streak will be no longer than 6 when p=66.6%.
That can make possible to use an intelligent Martingale after a second or (more safely) third loss in a row (LL or LLL). In 999 out of 1000 spins, the L streak will go no longer than 6.
Therefore, a Martingale will go no longer than 4 or 5 steps. That is perfectly manageable within the minimum/maximum ratios at the roulette tables.
Secondly, the winning (W) streaks are definitely longer than the losing (L) streaks. It is very rare that two groups of

single W
will not be followed by W streaks longer than two (WW, WWW etc.). We can reverse the Martingale technique presented above.
After the second single W (such as LWLLWL) we'll start another 4 or 5-step Martingale.
We should also expect (high expectation, indeed) that W streaks of 4 or longer are common. Therefore, if we do not see such W streaks in the last 3-4 W streaks, we should bet they will occur soon. If there is a W/L string such as WWLWLLWLWWLLW I can bet there will be another W, and another one.

* The disadvantage of the systems based on p=2/3: the use of a power-3 Martingale: 1-3-9-27-81.
The systems based on p=1/2 use a power-2 Martingale: 1-2-4-8-16...

SYSTEMS 2, 3, 4: Apply to Report Columns:

1-12&13-24	1-12&25-36	13-24&25-36
A	B	C

These systems are a variation of SYSTEM 1, based on the 66.6% degree of certainty. At the same time, they are a reply to the fictitious roulette "system" presented in the James Bond novels and films. No doubt, the author of the James Bond novels, Ian Fleming is a person with a strong interest in roulette. He noticed what I presented above: the winning streaks tend to be longer than one (WW or longer) for degrees of certainty above 50%.

Fleming, however, has no clue on the mathematical foundations of such occurrences. James Bond plays 1-12 AND 13-24, betting large amounts of money. Since it is fiction, James Bond always wins! Now, if any person in this world will walk to a roulette table and place bets on 1-12 AND 13-24, he/she will win a 2-to-1 payoff 65% of the time at French roulette (64% playing American roulette). In other words, if you would play this way at any roulette table three times in a row, you will win a 2-to-1 payoff two times (not necessarily twice in a row). You will also lose once, roughly. That's a far cry from the 100% insinuated by Fleming in his book "Casino Royale".

You should never, ever play in that manner at the roulette table! You should enter the game at favorable moments, as presented in SYSTEM 1. When such favorable moments occur, get ready to use a limited-step Martingale (no longer than 4 or 5 steps). The betting sequences are 1-3-9-27 etc. This is determined by the 2-to-1 payoff when playing 12-number groups ("douzaine"). When using this betting plan, you are only allowed to place bets on numbers 1 to 36. You are not allowed to include 0 (or 0 and 00) in the groups of numbers you bet on. The 36 numbers can be divided into three groups: A (1-12 and 13-24); B (1-12 and 25-36); C (13-24 and 25-36). Each of the three groups (A, B, or C) have an equal probability: p = 64% (in the American roulette) or p = 65% (in the French roulette). The two

probabilities are very close to the degrees of certainty we used as the foundation of SYSTEM 1 (66.6%). Consequently, we will encounter virtually the same composition of the W and L streaks.

SYSTEMS 1.3, 1.4, 1.5 do not require a long tracking session at the roulette table. The table will show the last 20 spins, so you can start betting immediately. You can choose to play only one of the three "double-douzaine" groups: A, B, or C. Or, you can play two of the groups, or all three groups. It is best, however, to keep track of all three groups. Only one of the three "double-douzaine" groups will have a stronger advantage over shorter tracking sessions.

It is easy to memorize what the groups represent:

A = 1st douzaine + 2nd douzaine (1-12 & 13-24);
B = 1st douzaine + 3rd douzaine (1-12 & 25-36);
C = 2nd douzaine + 3rd douzaine (13-24 & 25-36).

You will write the numbers drawn in the first row and the W+/L- streaks in the next 3 rows:

	11	21	7	32	25	2	2	29	23	7	29	28	7	34	27
A:	+	+	+	-	-	+	+	-	+	+	-	-	+	-	-
B:	+	-	+	+	+	+	+	+	-	+	+	+	+	+	+
C:	-	+	-	+	+	-	-	+	+	-	+	+	-	+	+

We apply the same betting principles presented in SYSTEM 1. The structures of the W+/L- streaks are very close to the W+/L- strings encountered in SYSTEM 1.

Keep in mind this mathematical rule. When the probability p is

significantly above 50% (10%+ above 1/2), most of the winning
streaks (W+) are two in length or longer (WW, WWW, WWWW, etc).
On the other hand, most of the losing streaks (L-) are singles
(LWWLWLWWWLLWLW...). When betting, we know that only rarely will
we encounter:

more than three consecutive groups of LL or longer
(LLL, LLLL ...). Using the +/- notation and a real
report generated by ROULETTE.EXE, a W/L streak looks
like this: ++-+++--+--+++--++-+
You can see three consecutive groups of LL (--). The
very next L group was single (-), ending the L streak
longer than or equal to 2.

more than three consecutive groups of single W+.
Using the +/- notation and a real report generated by
ROULETTE.EXE, a W/L streak looks like this:
--+++++----+-+---+++
You can see two consecutive groups of single W+. The
very next W group was longer than 2, ending the single
W+ streak.

Based on the two probability facts, we can devise two betting
methods. They are similar to the methods described in SYSTEM 1.

S234.1) We check to see which of the groups A, B, C has
two or more consecutive groups of LL or longer.
At the end of two consecutive groups of LLW or longer

(LLLW, LLLLW, etc.) we place one unit bet on a douzaine and another unit bet on the other douzaine of the A, or B, or C group. Let's look at a practical example. Group A has had the following streak:
++-+++--+--+++--++-+ or using the W/L notation:
WWLWWWLLWLLWWWLLWWLW
You can notice three consecutive LLW groups. The second group is LLWWW. Then an L (or -) follows. You start betting right there, after the first L. You know that there is a high probability to get a single L. In this example (a real case, though), you lost your bet. The first L was followed by another one. The L streak ended with WW. Another L follows. You start betting again after that first L. The probability is even higher now for L to be single (that is, it will be followed by W). Bet now 3 units on the first douzaine of the group and 3 units on the other douzaine of the group. In this case, you won a 2-to-1 bet. You won 3 x 3 units = 9 units. Your cost was 3 units + 3 units = 6 units. The net gain is 3 units. But you lost the previous bet: 1 unit + 1 unit = 2 units. Deducting 2 units from the gain above, your final gain is 1 unit.

S234.2) We check to see which of the groups A, B,

C has
two or more consecutive streaks of single W.
At the end of two consecutive groups of WL we place one unit
bet on a douzaine and another unit bet on the other douzaine
of the A, or B, or C group.
Let's look at a practical example. Group A has had the
following streak:
--+++++----+-+---+++ or using the W/L notation:
LLWWWWWLLLLWLWLLLWWW
You can notice two consecutive LWL groups (isolated W or
+). The second group is LWLLL. Then a W (or +) follows.
You start betting right there, after the first W.
You know that there is a high probability to get a W longer
than one (WW, WWW, etc.). In this example, you bet $10 +
$10 (after that 1st W) that another W will follow. It
actually did happen, so your payoff was $30 ($10
profit). If it did not happen (as in case S234.1 above),
you would continue with a double-up base-3 bet:
$30 + $30 = $60. In by-far-most cases, you will win a $90
payoff. The profit would be:
$90 - $60 - $20 = $10.
Do not fear reality. If you lost again, you would continue
with a double-up base-3 bet:
$90 + $90 = $180. In the most cases, you will win a $270
payoff. The profit would be:
$270 - $180 - $60 - $20 = $10.
You can still lose another step and double-up within the

table maximum bet.
Losing that many steps in this manner is so extremely
rare, that it may take to play the roulette for many,
many thousands of spins in a row.

** The safer variations on the last two betting methods.
We can wait for three single W groups and bet directly $10 or $20
at the very next W after an L.
We can wait for three LL groups (2L or longer) and bet directly
$10 or $20 at the very next L after a W.

Variations
----
* You can also bet directly $10 after the third L in an LLL sequence.
* Or, we can bet directly $20 after the fourth L in an LLLL sequence.

2) Systems Based on p=1/2 (50%)

We apply the Fundamental Formula of Gambling to a value of DC
(degree of certainty): 50% (or 1/2).
For DC = 50% => 25 (rounded up to 26 spins). There is a 50%
(1 in 2) chance that each roulette number will repeat after 26 spins.
Equivalently, there is a 50% chance that the next spin will
be a number that also appeared within the last 26 spins.
I was reluctant to recommend systems based on p=1/2> People may
be tempted to use Martingales that a losing streak will

```
end
        within 4 or 5 steps. Please do not do that: A losing
streak can
        easily reach 13-15 spins! Instead, I will show you a more
        intelligent type of betting. They are similar to the
systems in
        category 1. They also use a power-2 Martingale: 1-2-4-8
since
        the payoff is 1-to-1.

        The report columns for this betting category are:
                Last  Red/   Odd/  Low/
                 26   Black  Even  High

        S2.1) It is very rare that there are more than three
consecutive
        groups of LL or longer than 2L. Therefore, at the end of
the 3rd LL
        or longer streak we'll bet 1 unit on all the numbers drawn
in the
        last 26 spins (17-20 numbers to cover, 18 in most cases).
        In most cases, we'll win right away. If not, we wait for
the next
        LL or longer streak. We'll use a power-2 Martingale: 1-2-4-
8
        etc. When the LL streak ends, we'll bet 2 units on all the
numbers
        drawn in the last 26 spins. It may be even less frequent
to
        encounter another LL or longer streak. If it occurs, we
may regret
        if we didn't continue the Martingale with a 4-unit bet!

        S2.2) In reverse, we can bet on W groups longer or equal
to two
        (WW, WWW, WWWW, etc.)
        Now, we wait for three consecutive groups of single W.
        At the next W (after an L) we bet 2 that it'll be another
W.
        In most cases, we'll win right away. If not, we'll bet 4
```

units at
another W after an L.

** The safer variations on the last two betting methods.
We can wait for four single W groups and bet directly 4 units
at the very next W after an L.
We can wait for four LL groups (2L or longer) and bet directly
4 units at the very next L after a W.

SYSTEMS 2.3, 2.4, 2.5 cover the even-money bets: Red/Black,
Odd/Even, High/Low. They follow the same rules as S2.1 and S2.2.
In this case, however, we do not track W/L, but B/r, o/E, H/l.

Let's take the Black/Red bet. Write first the numbers drawn:

36 10 29 25 16 1 22 4 7 23 26 4 10 29 21 27 16 15 6 37 19 22
29 36 18 16 30 37 35 10 37 15 16

Next, write down what the number represents: B for black, r for
red and x for 0/00:

rBBrrrBBrrBBBBrrrBBxrBBrrrrxBBxBr

Bet 2 units after the 1st B in the 3rd B group 2 or longer (it
is BBBB after the 2nd r in the row above). We lost, because the
B streak did not end there. The next B group of 2 Bs or longer
meant we lost again; this time we lost 4 units. We bet 8 units
in the next BB group and lost again. Another BB group

follows
and we bet 16 after the 1st B in the group; we encounter another
loss. There is an x, then another B. We bet 32 after this B and
we win this time.
A safer variation is to wait for four consecutive BB or longer
groups. They occur far more rarely, however.

We can do the same thing betting on r. You can notice there are
3 rr or longer groups (rrr, rr, rrr). They are followed by a
single r (...BxrB...)

As in System S1.2, we bet on the continuation of singles
(single B, single r, etc.). Let's look at this Odd/Even streak:

oooEoExoEoEEEExoExoEoEEoEooE

We bet 2 units after the 3rd single o. We lose. More single o
groups followed and we used the following Martingale:
4 (loss) - 16 (loss) - 32 (loss) - 64 (WIN).
64 times $5 = $320, an acceptable maximum limit at most roulette
tables. The roulette game in Garmisch-Partenkirchen, Germany has
a maximum limit of DM 6000 for even-money bets (for a DM 5
minimum limit).

*** Can you keep track of all the systems presented here? It is
difficult, but not impossible to write down the following rows;
Perhaps a well designed word processor table can help a great deal.

```
11 21  7 32 25 2  2 29 23 7 29 28  7 34 27
.......

L42: --+++++----+-+---+++
A: +  +   + -  -  +  + -  +  +  -  -  +  -  -
B: +  -   + +  +  +  + +  -  +  +  +  +  +  +
C: -  +   - +  +  -  - +  +  -  +  +  -  +  +
L26: --+++++----+-+---+++
R/B: rBBrrrBBrrBBBBrrrBBxrBBrrrrxBBxBr
O/E: oooEoExoEoEEEExoExoEoEEoEooE
H/l: lllHlHxlHlHHHxlHxlHlHHlHllH
```

Practice can help a great deal. The advantage of keeping track of all betting systems: CHOICES. You have plenty of options to choose from in a short time. You don't need to track a long number of spins until one of the favorable situations will come up. It is very likely that you will find yourself in a betting situation right after writing down the first 20 numbers displayed at the table.

*** SYSTEMS TO AVOID ***

SA1) Straight-Up Bet on One Favorite Number

Only the payoff is enticing in this case (35-to-1), but you are assured of losing at a rate of 5.26% of your total bets.

The program you get with this system (ROULETTE.EXE) shows lengthy reports on each roulette number. The roulette wheel does not favor any number whatsoever. There is a discrepancy among numbers, but there is no strong bias towards a particular number or a particular group of numbers. If you run ROULETTE.EXE

many times in a row you will definitely notice that no number is clearly favored. Some numbers hit more frequently than others within certain ranges of spins. Percentage-wise, the frequency differences are not mathematically significant.
And nobody can accurately predict which number will be more frequent within the next range. The operative word here is SKIP. The SKIP represents the number of spins a number waits between hits. The skip varies between 0 (zero, i.e. consecutive hits) to over 200.
These skip values are absolutely in accordance with the Fundamental Formula of Gambling. It will be common occurrence that your favorite number will skip over 100 spins at any given time (during your playing session). So, what's the big deal of winning $36 after you lost $100? How about waiting 200 spins for your number to hit? It really happens!...
Also, it is very unwise to track 100, or 200 spins, given the $35 potential win!
Conclusion: I do not recommend you play a favorite roulette number.

SA2) Bet That the Next Number Will Be a Consecutive Hit
It certainly happens around 26 times in 1000 spins. Playing this way, we still lose 5.26% of our total bets. As you can notice in the ROULETTE.EXE reports, sometimes it happens 35 times (or more!) to encounter consecutive hits in 1000 roulette spins!

Indeed, there are these situations: You play on consecutive hits and win 30 times (or more) within 1000 spins. You are a winner! But that doesn't happen all the time, first of all. Secondly, the profit is not that big. Keep in mind also that you can wait for a consecutive hit over 150 spins sometimes...
Conclusion: It's not worth the risk, it's not worth the time!
You should use it only when you must play in order to keep your seat at the table!

SA3) Instead of betting on consecutive hits, you bet that the next number would have also hit in the last 0 to 9 spins.
It is a combination of the two NON-betting methods presented above. In this case, the situation is more manageable, because the probability p is higher: p = 1/4 (approximately). You remember the rules above. If the probability p is significantly above 50%, there are more frequent winning streaks and shorter losing streaks. Conversely, if the probability p is significantly below 50%, the losing streaks are longer.
In the case of p = 1/4, the losing streaks can reach over 30 spins! It's dangerous to bet with the expectation that the next roulette number would have also hit in the last 0 to 9 spins.
Tracking is easier than in the case above, but still difficult.
There is a new element we can use in these situations, however: the MEDIAN. Look at the ROULETTE.EXE reports (the

```
ROULETTE.FRQ
        file). The MEDIAN for "0 to 9 Hits" is 3. In half or a
little
        more than half the cases, the median will be 3. In other
words,
        the next roulette number will be a repeat from the
previous 0 to
        9 spins in a little more than half the cases WHEN THIS
BETTING
        HITS. More explicitly: This type of betting hits around
250 in
        1000 spins (1 in 4). In a little more than 125 spins, the
        betting will hit within 3 spins FROM ONE ANOTHER! If you
think
        it is complicated, it probably is. Don't continue to read
it, IF
        you don't understand it!  Keeping track of this type of
betting
        is complicated, too.
        So complicated, that I DO NOT RECOMMEND YOU USE THIS TYPE
OF BETTING!
        If your friends are using it, I can bet they are losing!
        Nobody knows better than me how the Fundamental Formula of
Gambling
        works (the configuration of W/L streaks).
        You should use it only when you must play in order to keep
your
        seat at the table! Especially use it when it hit within
the last
        3 spins.  The median for this situation is 3. Thus, in a
little
        more than half the cases, the hits will occur within 3 (0,
or 1,
        or 2, or 3) spins from each other.
```

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